PHILIPS VIDEOPAC 32

18 Variations

A labyrinth game
Labyrinth
Le labyrinthe
Doolhof-spel
Il labirinto
Labyrint
Labyrintspel
El laberinto
Labirinto

Supermind
Superhien
Superlogique
Supercerebro

PHILIPS

ENGLISH

This Videopac is one of a whole range for use with the Philips Videopac Computer G7000. They provide entertainment, excitement and education for all the family. Ensure that the Videopac Computer has been set up properly, then turn to Page 3.

DEUTSCH

Diese Videopac-Cassette gehört zu einer ganzen Reihe von Cassetten für den Philips Videopac Computer G7000. Sie bringen der ganzen Familie Unterhaltung, Vergnügen und 'Lernen mit Spaß' ins Haus. Überzeugen Sie sich, daß der Videopac Computer richtig angeschlossen ist und lesen Sie weiter auf Seite 6.

FRANÇAIS

Cette cartouche Videopac fait partie d'une gamme complète de cartouches utilisables avec le Videopac Computer Philips G7000. Elles permettent à toute la famille de se distraire, de s'amuser, et de s'instruire. S'assurer que le Videopac Computer a été correctement installé puis se reporter page 9.

NIEDERLANDS

Dit Videopac is er een uit een uitgebreide serie, dat gebruikt kan worden in combinatie met de Philips Videopac Computer G7000. Zij vormen een bron van vermaak, spanning en educatie voor het hele gezin. Zorg ervoor, dat uw Videopac Computer goed is aangesloten. Volg daarna de instructies op pagina 12.

ITALIANO

Questa Videopac è una della vasta gamma di Videopacs per utilizzare il Videopac Computer G7000 Philips. Divertente, spettacolare e anche educativo per tutta la famiglia. Assicurati che il Videopac Computer è veramente cosí e gira a Pagina 15.

ENGLISH

A Labyrinth Game and Supermind

This Videopac contains a real treasure chest of games. No less than 16 varieties of a Labyrinth Game plus a Supermind codebreaking game in two varieties.

The Labyrinth Game

The one thing all these 16 game varieties have in common is, that a pawn has to be moved out of a labyrinth in the shortest possible time. The pawn is on the left-hand side in the labyrinth while the exit is on the right-hand side. Each match consists of a series of ten with the labyrinth changing every time you start a new game.

The pawn is moved through the labyrinth with the joystick of your handset. When you press the action button, it travels at double speed. You should try and stay clear of the partitions since it will slow down your speed.

A digital clock at the bottom of the screen follows your efforts and records them exactly up to one tenth of a second. The clock starts running every time a new labyrinth situation appears on your screen and stops again, the very moment you have succeeded in passing the exit.

A counter in the left-hand top corner tells you how many more times you have to go before a series is completed.

16 game varieties

There are 16 varieties of the Labyrinth Game in this Videopac:

- The basic game has a stationary labyrinth pattern.
- There are varieties with a constantly moving and changing labyrinth pattern, while the exit remains in one place.
- Other varieties have a moving pattern, while the exit also changes, remaining on the right-hand side of the labyrinth.
- Most games can be played either at regular speed or at double speed.
- You have a choice also to play alone or compete with an opponent in which case both players take turns, each player having to complete a series of ten. The computer keeps time for both players.
- There are game varieties where both players start side by side in a direct confrontation. There's no timekeeping with these games. Instead the computer keeps track of the number of games won by either player.
- There's one game variety (for one player only) where you have to compete against the computer. It's a "Cat-and-Mouse" game, you being the mouse. Another pawn, controlled by the computer, enters the labyrinth when the game starts. It tries to capture you while you are trying to find your way out.

Consult the chart to select the game you want to play

Press action button to double speed

Use joystick to move your pawn

Press action button to start new series of games

Each time a game is finished, press RESET (△), 'SELECT GAME' is shown on the screen. Now:

(a) Select another game.
Refer now to Instructions for Use of the next Videopac.

Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.

Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

Supermind

Here's a code-breaking game that will keep you busy for a while, since it involves all symbols you find on the keyboard of your Videopac computer. 47 in all. The RESET key of course does not count because it is only used to choose and start a new game.

The symbols appearing on the screen after pressing numerical or alphabetical keys and punctuation marks will no doubt spreak for themselves. There are a few keys however that need explanation:

YES = Y
NO = N
CLEAR = /
ENTER = ■
SPACE = (nothing)

The computer actually makes no difference between the YES and "Y" key or the NO and "N" key. It's the symbols appearing of the screen that count!

(1 player) Press RESET
Next press key "A"

Your screen will show four question marks and a large figure four. The computer has selected a random combination of 4 symbols. It is most likely of course that all four symbols will be different but not necessarily. It's up to you to find that combination.

Choose four symbols every time and memorise the results! The large figure at the bottom indicates how many more symbols you have to key in before completing a new line. If one of these symbols happens to be correct, but not in the proper place, you will see a red figure "1" in the right-hand bottom corner of the screen. When it happens to be in the right position too, that symbol will show up in bright white.

In the right-hand top corner of the screen you can see the number of times you have entered a new line of four characters. The object of the game of course is to break the computer code in a minimum number of entries.

The screen will only hold 7 lines. So it may well be wise to make a note when one of the lines you key in includes a symbol that forms part of the code, since it will disappear from vour screen eventually.

Your task is completed when all four symbols you have keyed in appear on your screen in white.

(2 players) Press RESET
Next press key "B"

This game is basically the same as the previous version. The important difference however is that an opponent chooses a foursymbol code which you have to try and break, rather than the computer.

In the top of your TV screen you will see, in blue:

TEXT
????

Now key in 4 symbols and the question marks will disappear.

From then on the game is exactly like the one-player version of Supermind.

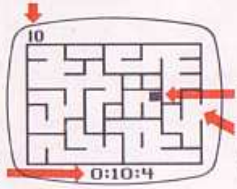
Check procedure
If you suspect a fault in the equipment follow this procedure (with a Videopac installed).
Press RESET (△). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen.
If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

Make your choice: Press RESET next press....		Stationary pattern	Moving pattern stationary exit	Moving pattern moving exit
one player	Regular speed	... key 0	... first key 1 then key 1 again	... first key 1 then key 2
	Double speed	... key 4	... first key 5 then key 1	... first key 5 then key 2
two players taking turns	Regular speed	... key 2	... first key 3 then key 1	... first key 3 then key 2
	Double speed	... key 6	... first key 7 then key 1	... first key 7 then key 2
2 players, simultaneously at regular speed			... first key 8 then key 1	... first key 8 then key 2
1 player only, "Cat-and-Mouse" game			... first key 9 then key 1	... first key 9 then key 2

First match in series of ten

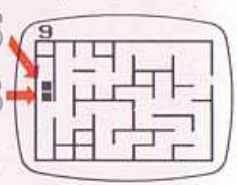
Start of game:
(1 player, stationary pattern)
It's up to you to find your way out of the labyrinth in the shortest possible time.

First match in series of ten



Game situation:
(1 player, moving pattern and exit)
Pawn is well on its way to the exit.
Labyrinth pattern changes continually.
Pawn temporarily boxed in.

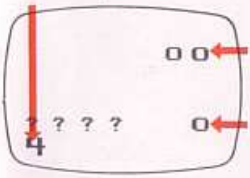
Labyrinth game 9



Start of game:
(2 players simultaneously)
There are two versions.
This time both pawns stand side by side, which makes it a straight competition between two players.

Supermind

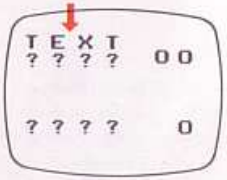
key-in four symbols



Characters that are either incorrect or not in the right position show up in blue.

Two symbols correct and in the right place. They light up in white.

When code has been keyed in, this text disappears and the search may begin.



Start of game
(1 player)
The computer has picked a four-symbol code. It's up to you to break it!

Eureka!
The code has been broken!
All four symbols are correct and in the right position in only 25 tries!

Start of game
(2 players)
One player picks random selection of four symbols. Other player has to try and find the right combination.

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